

6 •Praris, Damir Oligarch (091E) **2**

"Arrogance is the natural consequence of superiority."



CHARACTER • KIZEN • CROWN • DAMIR • UNIT

POWER **5** TACTICS **4** DEFENSE **6**

Each time you drain here, you may make your opponent reveal his or her hand. If you do, choose a revealed card. Opponent chooses to put either that card or the other revealed cards on top of their owner's used piles.

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2 Trinket Vendor **5**

Tandran says that a Shi's trash is often some walker's treasure.



CHARACTER • DAMIR • MERCHANT • UNIT

POWER **1** TACTICS **1** DEFENSE **3**

Scouting
Pay 2 energy and dismiss this character ≈ Draw X cards from your reserve, where X equals the number of energy icons on your opponent's side of this location. You may use this ability only during a move phase.

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4 Damir House Guard (093C) **1**

Since the Damir Museum enshrines irreplaceable artifacts of Shi conquests, the House Guard is tasked with protecting it.



CHARACTER • KIZEN • DAMIR • WARRIOR • UNIT

POWER **3** TACTICS **3** DEFENSE **6**

As long as this character is at a site and you have no other units here, this character is immune to attrition.

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2 Acquisition Forerunner (097E) **2**

"When we saw the bridge onboard one of the Shi capitals, we couldn't even figure out what any of the stations were used for." —iCom Sensor Operator



CHARACTER • SUDEVA • TECH • UNIT

POWER **2** TACTICS **2** DEFENSE **4**

When this character enters play from your hand, if you have three or fewer support icons, you may download a location that has a support icon.

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3 Coliseum Herald (098C) **3**

"Those who are about to die salute you."



CHARACTER • SUDEVA • INVERTER • UNIT

POWER **2** TACTICS **2** DEFENSE **5**

When this character enters play, from your hand, if you have three or fewer support icons, you may invert it.

Each of your opponent's drains at adjacent sites are -1.

DEFENSE **5** TACTICS **2** POWER **2**

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4 Vindhar Contender (099C) **2**

Some of the aesthete class of Shi nobles find art and beauty only in the coliseum.



CHARACTER • SUDEVA • CROWN • UNIT

POWER **3** TACTICS **3** DEFENSE **5**

Quickdraw 1 (Add a • to each activated ability on a weapon beneath this character that already has at least one.)

As long as this character has a weapon beneath it, it is power +2.

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4 Wavewalker Quarrel (103E) **5**

Only new aeronauts assigned to patrol near Seyal find this duty to be interesting and rewarding.



SHIP (CAPACITY 1) • DAMIR • FIGHTER

POWER **3** TACTICS **1** DEFENSE **6**

As long as you have four or more support icons, your opponent's total tactics at this sector is -1.

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2 •Kavindi-Damir, Support Vessel (104E) **3**

Resources gathered from throughout the Solar System are brought back to help rebuild Seyal.



SHIP (CAPACITY 6) • DAMIR • CAPITAL

POWER **5** TACTICS **2** DEFENSE **6**

As an additional cost to play this ship to a sector, put your target unit at that sector in its owner's hand.

Your opponent causes -1 attrition here for each card stacked on your stockpile asset that has the most cards stacked on it.

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3 Crest rider Quarrel (105A) **4**

Same fight, new arena. Aeronauts never pass up a chance to fire on a hekaton.



SHIP (CAPACITY 1) • SUDEVA • FIGHTER

POWER **3** TACTICS **1** DEFENSE **6**

Pay 2 energy ≈ Target related location gains a support icon until end of turn.

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3

Diplomatic Liaison (094D)

2

Kahatapitiya greeted the "Earther ambassadors" and enriched them with the grandeur of Praris' manse. The visitors took special interest in the museum.



CHARACTER • DAMIR • MERCHANT • UNIT

POWER 3 TACTICS 2 DEFENSE 4

When this character enters play from your hand, you may put your other character here in its owner's hand.

Pay 2 energy, damage this character ≈ Undamage your other target damaged character here.

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1

Algorithmic Analyst (095C)

4

Signals between enemy ships and ground forces can be exposed and exploited by tracers like Trivasu.



CHARACTER • DAMIR • TECH • UNIT

POWER 1 TACTICS 1 DEFENSE 1

Scouting (You may play this character at a site that has no energy icons on your side.)

When this character enters play from your hand at a site that has no energy icons on your side, you may pay 4 energy. If you do, destroy a ship at a related sector.

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2

Damir Aeronaut (096C)

1

"Flight is intolerable contradiction." —Muriel Rukeyser



CHARACTER • DAMIR • CROWN • UNIT

POWER 0 TACTICS 1 DEFENSE 3

Piloting 3 (As long as this character is aboard a ship, that ship is power +3 and tactics +3.)

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4

Crown Class Gladiator (100F)

2

"Fear death? ...let me taste the whole of it, fare like my peers, the heroes of old." —Robert Browning



CHARACTER • CROWN • SUDEVA • PREDATOR • UNIT

POWER 5 TACTICS 3 DEFENSE 6

Quickdraw 1

Each time you reveal a weapon, or a character with quickdraw, for destiny when using an activated ability on a weapon beneath this character, you may make your opponent lose 1 energy and put that card face down on your stockpile asset.

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4

•Deetaka, the Unbalanced (101C)

3

"Balance is for the timid. Choose a discipline, master it, and find victory."



CHARACTER • KIZEN • CROWN • DAMIR • UNIT

POWER 7 TACTICS 1 DEFENSE 1

As long as this character is at a battleground, at the end of each of your opponent's battle phases, if that player did not perform an attack at this location, he or she loses a card from his or her hand.

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•Vivahak, Sudeva Challenger (102E)

4

"Finish him with the Crashing Waves, Vivahak!" —an adoring fan



CHARACTER • KIZEN • CROWN • SUDEVA • UNIT

POWER 1 TACTICS 2 DEFENSE 1

As long as you have more units at this location than your opponent, this character is power +3.

As long as you have more ships at this location than your opponent, your opponent causes attrition -2 here.

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•Neshmar, Sudeva Flagship (106E)

3

"When will the humans learn not to expect mercy?"



SHIP (CAPACITY 6) • SUDEVA • INVERTER • CAPITAL

POWER 4 TACTICS 2 DEFENSE 6

At the end of your opponent's battle phase, if he or she has a ship here and didn't attack here this turn, you may invert this ship.

This ship is immune to attrition.

DEFENSE 9 TACTICS 4 POWER 8

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•Sukarth, Rift Runner (107B)

4

"The humans may not know what's on the other side of the rift, but we remember."



SHIP (CAPACITY 1) • DAMIR • FIGHTER

POWER 3 TACTICS 1 DEFENSE 6

• Pay 2 energy ≈ Target ship here is tactics -2 until end of turn.

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0 **Anira Lance (108E)** **2**

In the hands of a gladiator fanatically supported, any weapon becomes more deadly.

FPO

WEAPON (CHARACTER) • RANGED

• Put 3 cards from your hand on top of their owner's used pile ≈ Choose target character in a site battle here. Damage target if its defense < **D** + the number of your support icons.

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0 **•Paralyzed (109E)** **6**

As the Maverick imposters attempted to escape the museum, the House Guard were ordered to capture them alive.

INTERRUPT (Used)

Make target character in a site battle tactics -1 until end of turn.

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0 **•Halt and Be Recognized (110C)** **6**

"You have wandered from the assigned area. Please return to your group."

INTERRUPT (Used)

Make target character defense -2 until end of turn.

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1 **Master Aeronaut (114G)** **4**

Training for Shi pilots never ends, and they must continually recertify their status.

ASSET (CHARACTER)

You may play this asset only beneath a character that has piloting.

You can't play more than one copy of this asset beneath the same character.

This character gains **Piloting 3**.

Pay 2 energy ≈ Put this asset in your hand.

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0 **•Delayed Strike (115G)** **3**

"Fortune favors the brave." —Virgil

INTERRUPT (Used)

Your opponent's drains are -1 at sectors related to target site you control until end of turn.

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1 **•Advance to Arrogance (116D)** **4**

Manager of Praisir's museum, Rajitan believes in the axiom: "Wisdom is a fact recorded by the Dampir."

ORDER (Lost)

Reveal the top X cards of your reserve, where $X = 7 - \text{the number of your locations}$. Play any locations revealed. Shuffle your reserve. If you played no locations, you may draw two cards from your reserve.

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1 **Ancient Conclave (120F)** **4**

Decisions made by the Shi Oligarchs, most exalted of the Crown noble ranks, affect the everyday lives of Shi citizens.

ASSET

Pay 2 energy ≈ Search your reserve deck for a location and if your opponent has more locations in play than you have, play it. Shuffle your reserve. You may use this ability only during your deploy phase.

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•Claiming Superiority (111C)

3

The mental din of the cheering crowd disrupts the concentration of many competitors from offworld.

ASSET • STOCKPILE

Each time you win a battle and there are two or fewer cards stacked here, you may make your opponent lose 1 energy and stack that card face down on this asset.

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Garrison (112D)

6

After the Tilak fleet's successful rescue mission, Dhanak claimed the Venus Yacht Works and explored its secrets.

INTERRUPT (Used)

Make your target ship where you have no other ships power +3 until end of turn. You may only play this interrupt during a battle after the battle destiny step.

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3 X Unc

0

Untouchable (113B)

6

"Is it kizen? Why can't we hit it?"

INTERRUPT (Lost)

Target unit or ship is immune to attrition until end of turn.

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3 X Unc

0

•Rematch (117F)

6

The most anticipated matches are those between two powerful opponents who have clashed before.

INTERRUPT (Used)

You may play this interrupt only when you could perform an attack.

Perform an attack at no cost at target site where a battle has already taken place this turn. Both players target one of their units at that site. All other units there are not in this battle. You cause no casualties during this battle.

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•Lordly Trove (118G)

5

A feast of otherworldly treasures met the hungry eyes of the Maverick thieves.

ORDER (Lost)

Draw a card from your reserve for each battleground where you have a ship or unit.

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•Divert (119C)

4

A visitor can get lost among the relics of Praisir's collection.

INTERRUPT (Lost)

You may play this interrupt only if it's your turn and four or more battles have taken place this turn.

Take an extra turn after this one.

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